

Overview

There are multiple specs floating around with no dates, and a lot of staff ideas on what should happen. Here are the core issues we're trying to solve:

Stealth:

- We want to reduce the number of checks on sneaking as if you roll something often enough, you will fail. So, the results are pretty flaky at the moment because you check the sneak 3x going through any given room.
- We want the results of failing a stealth check to feel more environmentally appropriate since they seem to be 'someone is talking to you, someone is suddenly not there' when stealth is switched on and someone leaves the area.
- We acknowledge that since stealth is not a Brotherhood guildskill, it's not a 'get caught and be arrested/die' situation, but Steal is.
- We want hide and sneak to work together synergistically, but to respect that they tackle different sneaky activities.

This specification supercedes other specifications that exist.

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On the whole, with some disagreement, staff do not want to amalgamate sneaking and hiding into one skill/command.

Firstly, for the character archetype, we have 2 skills, whereas combat and mage archetypes require many more skills. The value in merging these is largely making it easier for someone to cross with other skills, but they are essentially doing two different things in RP.

Secondly, if the commands are amalgamated into a single use command, that would be too close to the implementation of invisibility, which is a spell and unrealistic in terms of real life.

However, sneaking and hiding currently fail too often, don't work together in any synergistic way, and don't work well in the RP environment. So, changes:

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SNEAK

The key thing with sneak is to adjust how often it is checked and the chances for failure. Also, if a player begins sneaking in front of other observing players, they should be automatically 'marked' (watched) and have a message sent to them. (This is how it is intended to work now, so it may be no change here). This is to prevent the player-expressed issue of being in mid-conversation with someone to find out they've snuck out of the room, which players find jarring, unrealistic, and unthematic.

Players are either sneaking or not sneaking, and will always successfully sneak. It is more a question of who is able to detect them as they sneak around (IE, the system will tell a sneaker that they are sneaking, even if others can easily detect them).

However, with a nod to hide being part of the sneaking kit, if a player is unaware of a sneaking player, then the sneaking player may attempt to hide without hide messages being detected.

MARKING

Marking automatically and fully negates both sneak and hide. Players automatically mark a sneaking player that they see enter a room due to a failure in their sneak roll against that person. Players automatically mark a player they can perceive who begins sneaking in a room with them. Players who have marked a player can point the sneaky character out to others, thereby 'infecting' them with the mark.

Passing a mark is visible to the sneaking/hiding party and the recipient. IE, Kinaed subtly points /Temi out to /Eurus. ← Temi, Kinaed, and Eurus see this, no one else in the room.

The syntax for Mark remains the same, and the inner workings of Mark probably remain the same. To be reviewed and checked by the programmer implementing the new sneak.

WATCHING

A player can watch a direction to get a massive bonus to detect sneaking characters entering a room from that direction. Players cannot watch more than one direction at any given time, and players

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do not auto-watch, unlike mark. It is a deliberate action to be on the lookout for sneaky people.

The syntax for watching remains the same. However, the bonus for watching is now flat as a player's stats are taken into account for detection already and there is just a massive bonus for watching.

SNEAK NOTES

- Sneak is only checked on entering a room.
- Sneaking players move slowly, at a 'crawl' pace and expend more mv (keep it in line with current sneak costs).
- If a character in a room begins to sneak, all players in the room should see "\$n adopts a stealthy stance." Those players will automatically 'mark' the player as they are aware the player is there and the sneaky person doesn't 'magically disappear' when they start to sneak.
- Sneaking individuals are visible in a room if they emote or if another player types 'look'. Players who successfully catch a sneaking character entering a room will automatically "mark" the sneaking character.
- Players who see a non-hidden emote from a sneaking player will also automatically "mark" the player.
- Hemotes automatically succeed for sneaky individuals unless they are marked.
- Sneaking individuals can attempt to shake a tail if they believe they have been marked, but each use of the 'sneak shake' command reduces their current sneak modifiers by a % based on their sneaking skill. This command costs 10 mv per use, but removes all marks targeted at them by any player who is not in the room when they use the command. IE, Kinaed cannot shake Temi's mark if they are in the same room, but Kinaed automatically shakes all marks that are not in the room with her at the cost to her overall sneak success and a small mv penalty.
- Sneaking individuals will have a [Sneaking] flag added to their long description in a room. Their emotes and other actions in the room are visible EXCEPT for the following actions, which are visible to players who have marked them:
 - Hiding
 - Open/closing a door
 - Stealing (see Steal)
- Players who have reason to believe someone is sneaking or hidden in a room can use 'search' to uncover someone hidden.

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Sneak scenarios

- A person attempts to sneak while others are in the room
 - RESULT: Auto fail as all players in the room will mark the player.
- A person sneaks into a room where others are
 - RESULT: Use the sneak calcs in a contest against each potential perceiving player.
- A person is sneaking within a room and someone else enters
 - RESULT: Unless the person is hidden as well, the new player will automark the sneaking player.
- A person is sneaking, and the room is observed from a distance with magic, though a window, etc
 - Result: The sneaking person is seen as sneaking by the observer.

SNEAK CALCS

% CHANCE OF SUCCESS OVERALL = (SKILL_SUCCESS + SNEAKY_PERSON_LUCK) - ((SHAKE_MOD*TIMES SHAKEN) + WATCH_MOD + WATCHING_PERSON_LUCK + WISDOM)

* NOTE: We deliberately excluded range to the perception check because default player behavior is to loiter around doors, which is not something a thief can manage or manipulate, and tends to even be OOC compared to what people are doing. While using range in places like this may stimulate proper use of range, I think the more likely result is that sneak would just be forever broken.

• SKILL_SUCCESS: RANK + 70 + RANK_BONUS

RANK	SAMPLE BASE	RANK_BONUS	SKILL_SUCCESS
Rank 1-6	Inept: 76	0	76
Rank 7-14	Unskilled: 84	5	81
Rank 15-25	Capable: 95	10	105
Rank 26-35	Competent : 105	15	120
Rank 36-46	Proficient: 116	20	136
Rank 47-60	Adept: 130	25	155
Rank 61-74	Master: 144	30	174
Rank 75+	Grandmaster: 145	35	180

• SHAKE MOD:

RANK	SHAKE_MOD
Rank 1-6	Inept: 40
Rank 7-14	Unskilled: 35
Rank 15-25	Capable: 30
Rank 26-35	Competent : 25

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Rank 36-46 Proficient: 20

Rank 47-60 Adept: 15

Rank 61-74 Master: 10

Rank 75+ Grandmaster: 5

- WATCH_MOD: The watcher's modifier is based on a player using the WATCH command. A player who is using WATCH gets +50 on detecting a player on that player's sneak check when entering a room. A player who is not using WATCH gets +0 (ie, no bonus).
- SNEAKY_PERSON_LUCK: Luck is the flat out luck statistic of sneaker as they rolled that day. It can be between 35 and 100.
- WATCHING_PERSON_LUCK: Luck is the flat out luck statistic of perceiving player as they rolled that day. It can be between 35 and 100.
- WISDOM: This is the fixed 'perception' stat for the perceiving player. It can be between 35 and 100.

EXAMPLE CALCS:

SCENARIO 1 - Average example, no watches, no shakes

- Sneaky-Bloke: SNEAK SKILL = 46, LUCK = 60, # of Shakes = 0
- Perceptive-Bloke: WISDOM = 76, LUCK = 55, NO WATCH
 - $65 = (46+70+20+60) - ((0*0) + 0 + 55 + 76)$
 - On entering a room, Sneaky-bloke rolls a 1d 100 per potential Perceptive-Bloke. If Sneaky-bloke rolls under 1d100, Sneaky-bloke is successful, which is 65% of the time.

SCENARIO 2 - Average example, sneaker shakes twice

- Sneaky-Bloke: SNEAK SKILL = 56, LUCK = 60, # of Shakes = 2
- Perceptive-Bloke: WISDOM = 65, LUCK = 60, NO WATCH
 - $56 = (56+70+25+60) - ((2*15) + 0 + 60 + 65)$
 - On entering a room, Sneaky-bloke rolls a 1d 100 per potential Perceptive-Bloke. If Sneaky-bloke rolls under 1d100, Sneaky-bloke is successful, which is 56% of the time.

SCENARIO 3 - Exceptional sneaker against exceptional watcher, equal luck

- Sneaky-Bloke: SNEAK SKILL = 75+, LUCK = 60, # of Shakes = 0
- Perceptive-Bloke: WIS = 97, Luck = 60, NO WATCH
 - $83 = (75+70+35+60) - ((0*0) + 0 + 97 + 60)$

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- On entering a room, Sneaky-bloke rolls a 1d 100 per potential Perceptive-Bloke. If Sneaky-bloke rolls under 1d100, Sneaky-bloke is successful, which is 83% of the time.
- If the sneaker shook once, then 78%. Twice = 73%
- If Perceptive-Bloke is watching, then 38%

SCENARIO 4 - Baby Thief versus average person

- Sneaky-Bloke: SNEAK SKILL = 15, LUCK = 60, # of Shakes = 0
- Perceptive-Bloke: WIS = 68, Luck = 60, NO WATCH
 - $22 = (15+70+5+60) - ((0*0) + 0 + 68 + 60)$
 - On entering a room, Sneaky-bloke rolls a 1d 100 per potential Perceptive-Bloke. If Sneaky-bloke rolls under 1d100, Sneaky-bloke is successful, which is 22% of the time.
 - At this stage, the difference in their luck may make a lot of difference.

SCENARIO

SNEAK OUTCOMES:

Success outcome:

- No messages are sent to the room (except to people with a successful MARK in place) when the sneaking player enters or leaves.
- No messages are sent to the room (except to people with a successful MARK in place) when the sneaking player attempts to hide.

Failure outcome:

- On room entry: \$n notices <player short> sneaking into the vicinity. The player is automatically marked by the successful perceiver.
- On room exit (not rolled, only visible if marked): \$n notices <player short> sneaking out of the vicinity.

HIDE

Hide is the ability of a player to avoid being seen with the 'look' command. Like sneak, it is subject to too many checks. Like sneak, it should be checked only once, using the same formula for detection,

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but using the HIDE skill instead of SNEAK skill for the SKILL_SUCCESS calculation. Once rolled, the values should remain until either player leaves the room.

SYNTAX

```
hide [object] [emote]
```

If no emote is provided, use the following string:

```
$n hides behind <object short string>.
```

Hide is also vulnerable to being MARKED. If an individual attempts to hide while marked, their hide will auto-fail for the marking character alone.

These are the scenarios for hiding:

- The player snuck into the room (ie, is sneaking) and wishes to hide without being seen.
 - Make a hide check. If there are no observers, the player hides successfully. If there are observers, but no failed sneak checks (thus no marks), the person hides successfully. The person will always 'hide' successfully, it's just a question of who sees it and who marks them. So the player always feels like they're hiding if they typed the hide command.
- The player attempts to hide in a room with people watching.
 - If the player is sneaking, they will make a hide check. If successful, they will hide from everyone who does not have them marked. If not sneaking, they will believe they are hiding, but the hide itself will fail for everyone marking them. An entering player will not see them, however, unless the players present pass the mark.
- The player is hidden in a room when someone enters.
 - There are no checks as the player is hidden and entering players need to 'search' to find them.

UNLIKE SNEAK, a player can hide in a room with another player without being automarked IF they are successfully sneaking. This means that a player can sneak into a room and hide without being seen. They cannot, however, begin sneaking in front of someone because they will be auto-marked and the sneak will fail, then hide.

NOTES

* If no object is provided, require an action be set, because the room has to know what it is they're trying to hide behind (or how/where they're hiding).

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- * There are NO automatic checks for other players to detect a hidden person. If a player suspects there is someone hidden in the room, they can choose to try and reveal them using standard SEARCH.
- * Objects of different sizes give different bonuses or penalties to Hide attempts, outlined below
- * Different sectors give different bonuses or penalties to Hide attempts, outlined below.
- * Where "cannot be repeated in the same room" is noted, the limitation is for 24 hours.
- * Bonuses and penalties between objects and sector type stack.
- * Successful and failed hide attempts cost 30MV.
- * Add <h> to the prompt when successfully hiding. Remove it if hide is broken.
- * If a player is sneaking or hiding, do not announce their going AFK, IAW, etc to the room.
- * If a player is invisible or sneaking in a room, do NOT give the normal RPXP bonuses to other players. Instead, create a variable and store their extra XP, and silently award the difference from RP_Level when the stealthy person has left.
- * If hidden, you can change your action without it showing to the room to anyone who does not have you marked.

BREAKING HIDE:

When Hide is broken by search, show both the searcher and the hider:
\$n has been spotted!

OBJECT BONUSES

An object must have the type "furniture" to be usable with Hide. While objects are not required to hide, if a player uses an object to hide, they get a bonus to their hide when someone is SEARCHING for them.

OBJ SIZE	ADJUSTMENT
No object	0% less likely to found on search
Size 1-50	10% less likely to found on search
Size 51-300	40% less likely to be found on search
Size 301+	60% less likely to be found on search

SECTOR	ADJUSTMENT
inside	No penalty or bonus to be found on search
city	+10% bonus
field	-10% bonus

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forest	+25% bonus
hills room	No penalty or bonus, cannot be repeated in the same room
mountain	+10 bonus, cannot be repeated in the same room
swim room	No penalty or bonus, cannot be repeated in the same room
noswim room	No penalty or bonus, cannot be repeated in the same room
plains done with	-10% bonus, can be repeated in the same room, cannot be repeated with
air	other players in the room Hiding not permitted
desert done with	-10% bonus, can be repeated in the same room, cannot be repeated with
road room	other players in the room No penalty or bonus, cannot be repeated in the same room
ocean room	No penalty or bonus, cannot be repeated in the same room
underground automatic success	+10 bonus, cannot be repeated in the same room, automatic success
sewer automatic success	if player is alone in the room +10 bonus, cannot be repeated in the same room, automatic success
swamp	if player is alone in the room +10 bonus, cannot be repeated in the same room
cave_water room	No penalty or bonus, cannot be repeated in the same room
underwater room	No penalty or bonus, cannot be repeated in the same room

UPDATE: Players are asking for eavesdropping to be fixed as well. May need another design.

CLOAK OF THE SEVEN VECTORS

Approaching objects/players = DOES **NOT** REVEAL
Removing an item (held slot) = DOES REVEAL
Holding an item = DOES REVEAL
Removing a piece of equipment = DOES REVEAL
Equipping a piece of equipment = DOES REVEAL
Putting into or taking out of containers = DOES REVEAL
Setting an action = DOES **NOT** REVEAL

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Map map = DOES **NOT** REVEAL

Navigate/Travel/Journey = DOES **NOT** REVEAL

Setting mood = DOES REVEAL

Standard socials like nod or wave = DOES REVEAL

Drinking or eating from ANY source = DOES REVEAL

Dropping items = DOES REVEAL

Picking items up = DOES REVEAL

Opening/Closing doors = BREAKS THE CLOAK

Eating/Drinking from ANY source = BREAKS THE CLOAK

Wearing or Removing Items (including weapons/holds) = DOES **NOT**
BREAK CLOAK

Getting items from containers = DOES **NOT** BREAK CLOAK

Putting items into containers = DOES **NOT** BREAK CLOAK

Emoting = DOES **NOT** BREAK CLOAK

Rpecho = DOES** NOT** BREAK CLOAK

Hemote = DOES **NOT** BREAK CLOAK

Think = DOES **NOT** BREAK CLOAK

SIT/STAND/NOD/WAVE/OTHER STANDARD SOCIALS = DOES **NOT** BREAK CLOAK

Say = DOES **NOT** BREAK CLOAK (shows up as 'a (gender) voice')

Picking items up = DOES **NOT** BREAK CLOAK

Dropping items = DOES **NOT** BREAK CLOAK

Attacking in any way = BREAKS THE CLOAK

Evoking any sort of spell = BREAKS THE CLOAK

Invoking any sort of spell = BREAKS THE CLOAK

Appraising an item = DOES **NOT** BREAK CLOAK

REVEAL means that it'll out your presence in the room to others who are there. A BREAK means that the spell ends entirely and you become fully visible again.